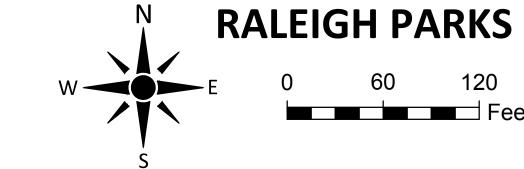
Erinsbrook Park | Final Draft Schematic Plan Raleigh, North Carolina



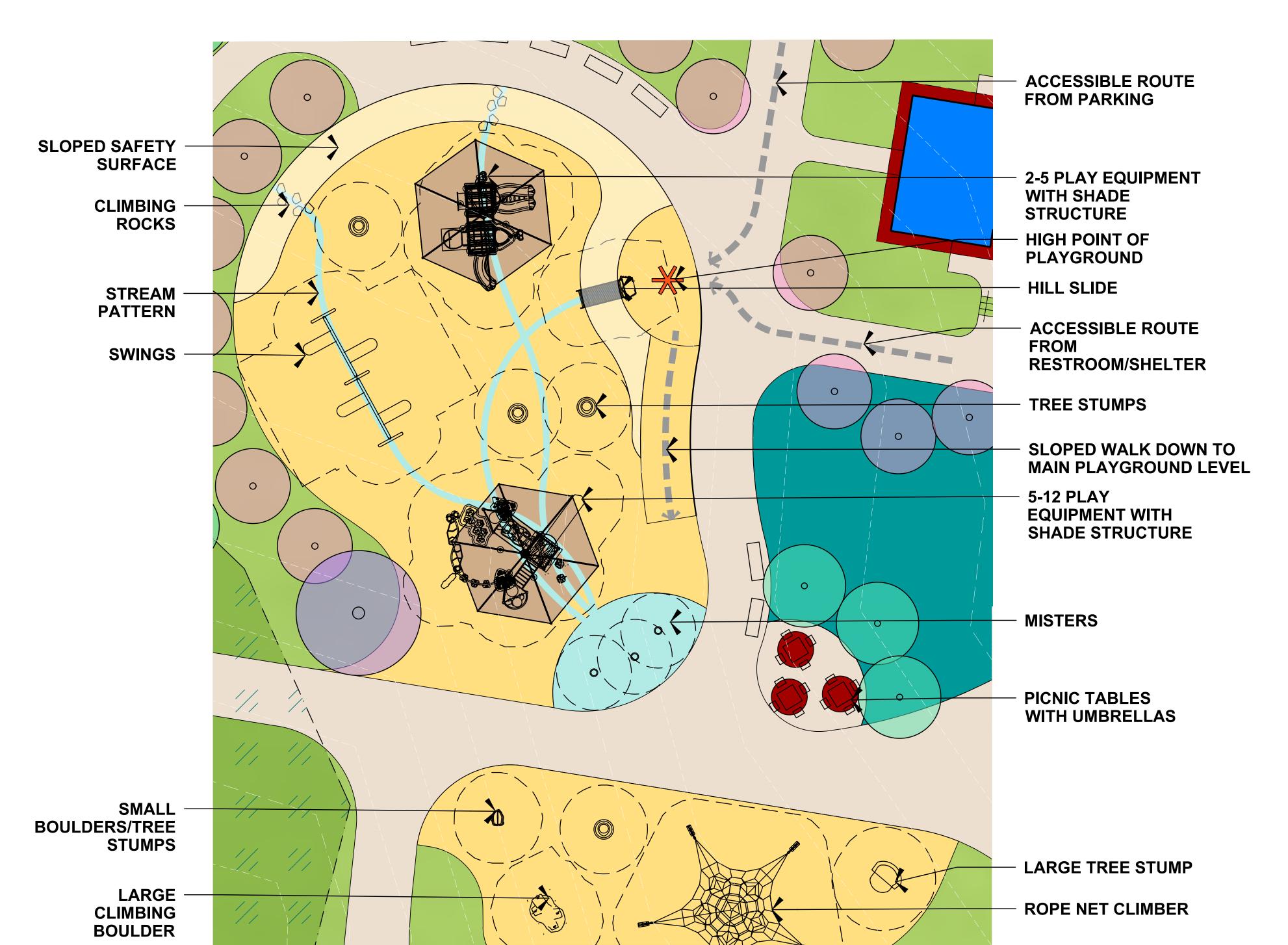




LEGEND



Erinsbrook Park | Playground Raleigh, North Carolina





HILL SLIDE





MISTERS









BOULDER





5-12 PLAY EQUIPMENT







Neighborhood Meeting | 03.22.2025

RALEIGH PARKS







MULTI-USER SWING



TREE STUMP

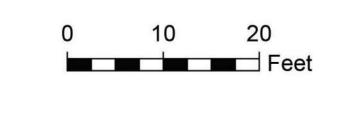


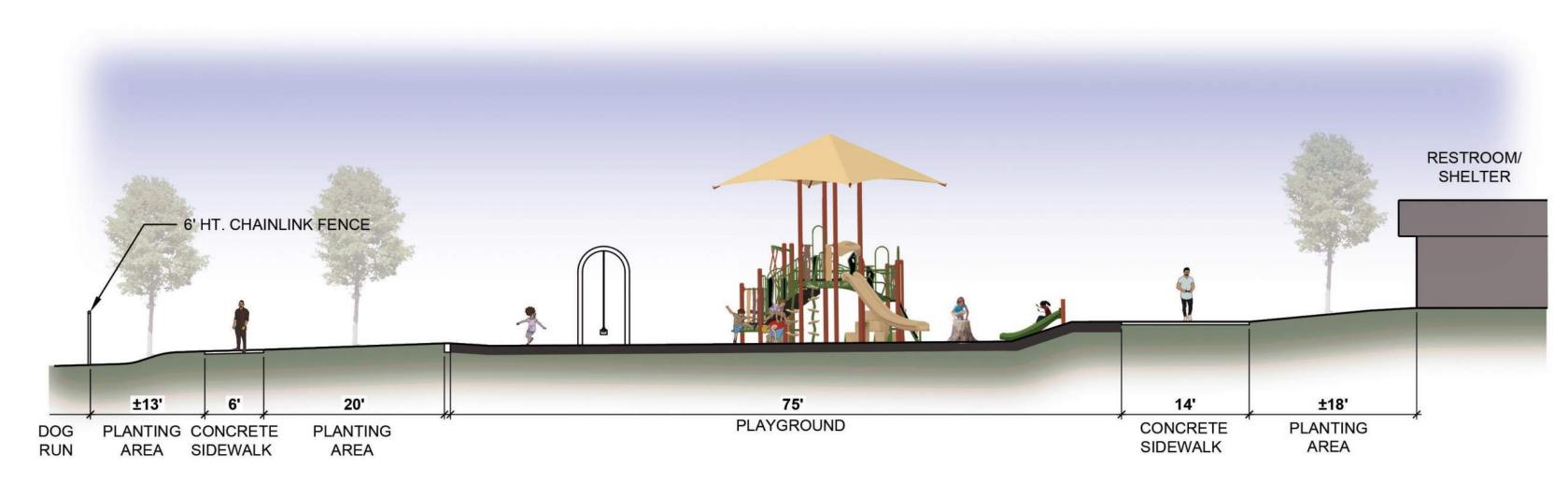


STREAM PATTERN

Erinsbrook Park | Section Views Raleigh, North Carolina

Neighborhood Meeting | 03.22.2025 **Raleigh Parks**

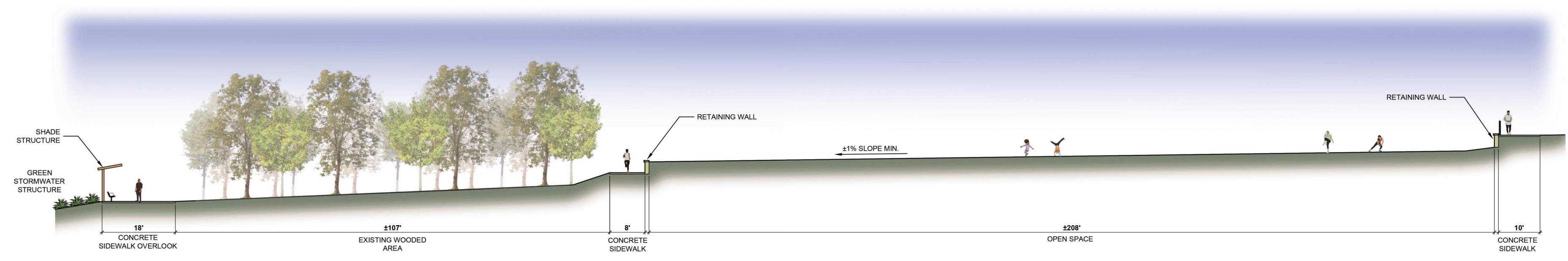




CROSS SECTION I SCALE: I' = 10'



Key Map SCALE: NTS

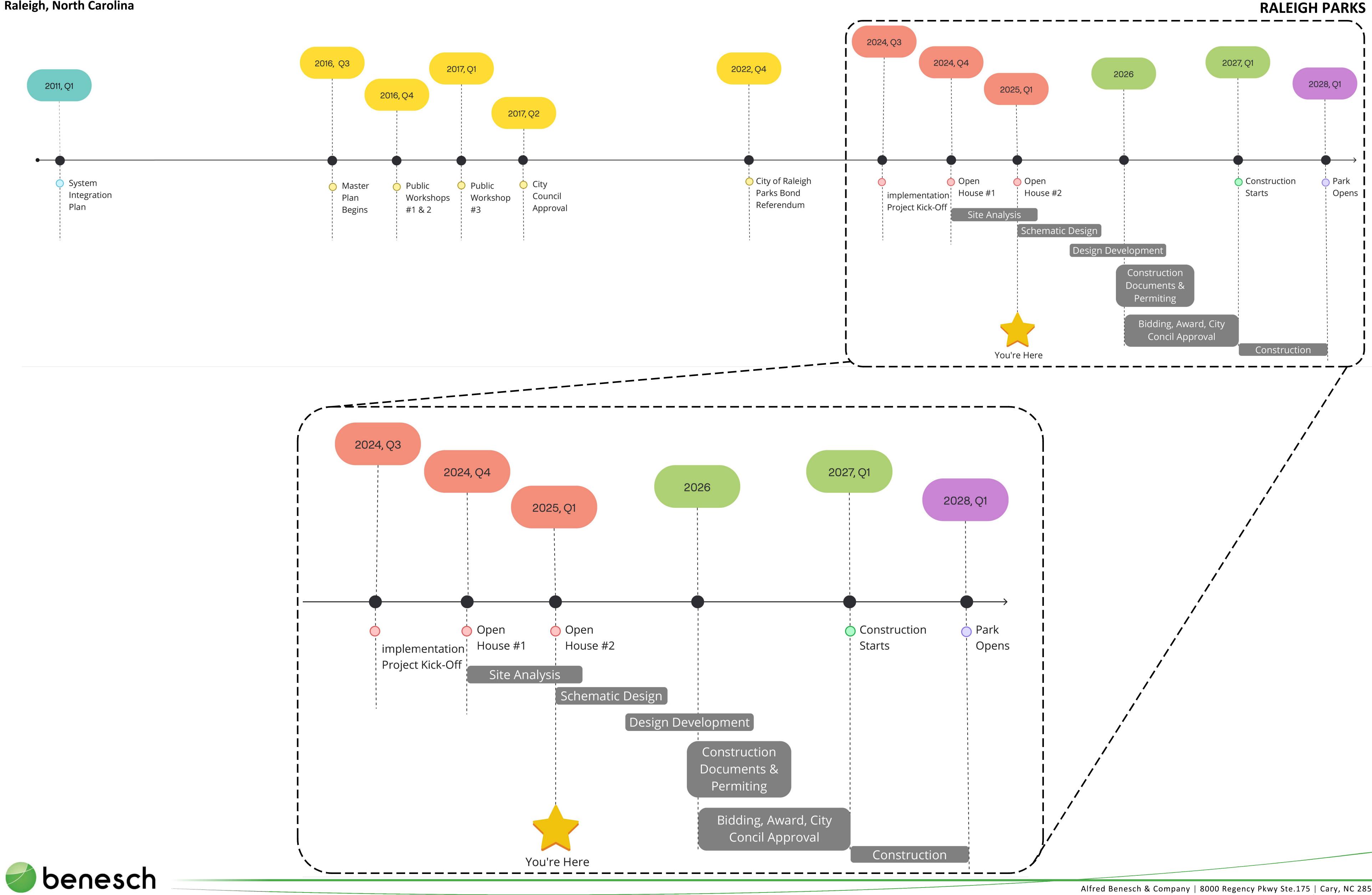


CROSS SECTION 2 SCALE: I' = 10'



CROSS SECTION 3 SCALE: I' = 10'





Erinsbrook Park | What We Heard

Raleigh, North Carolina

Results from Online Survey running from 11/27/24 to 12/31/24 and Public Open House on 12/7/24.

How would you get to Erinsbrook Park?		
Mada	Number	
Mode	Selected	Percent
Vehicle	125	42.7%
Walk	104	35.5%
Bike	60	20.5%
Public Transit	2	0.7%
Other (Write In)	2	0.7%
Total Responses	293	100.0%

"We would like to bike or walk mostly since we live very close but Leesville Road needs sidewalks and better greenway or something connecting our neighborhoods."

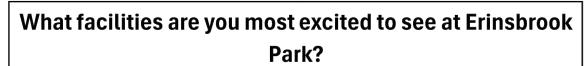
Mada	N	lumber	Doroont
Mode		elected	Percent
Vehicle		125	42.7%
Walk		104	35.5%
Bike		60	20.5%
Public Transit		2	0.7%
Other (Write In)		2	0.7%
Total Responses		293	100.0%
	-		

What would make you want to visit Erinsbrook Park?		
	Number	Davaant

Reason to Visit	Number	Percent	
Reason to visit	Selected	Percent	
Live close by	167	22.29	
Nature enjoyment	158	21.0%	
It's a great place for physical activity	124	16.5%	
The playgrounds	109	14.5%	
Social Engagement	65	8.6%	
Dog run	52	6.9%	
To attend special events	51	6.89	
It's a great place to walk	17	2.3%	
It's a great place to learn about wetlands,			
streams, green stormwater infrastructure,	5		
and the hisotry of the site.		0.7%	
Other (Write In)	4	0.5%	
Total Responses	752	100.0%	

•• -	_	_		
"It gives	another	place	to walk.	١

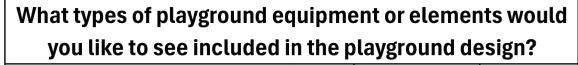
[&]quot;An open space for the dogs to run around here would be fantastic."



Facilities	Number	Doroont
Facilities	Selected	Percent
Paved Walking Trails	138	17.99
Playground	128	16.69
Open Space/Natural Area	105	13.79
Restrooms	74	9.69
Picnic Shelters	74	9.69
Shade	65	8.59
Rain Garden (Green Stormwater	F.0	
Infrastructure)	58	7.59
Misting Stations	43	5.69
Natural Walking Trails	31	4.09
Educational Displays	22	2.99
Electric Vehicle Charging Stations	13	1.79
Dog Run	12	1.69
Other	6	0.89
Total Responses	769	100.09

"I do hope some of it remains shaded/wooded. The woods there are really lovely
and it would be nice to maintain some of the natural space in the new design."
"+1 for public EV charging!"

[&]quot;+1 for public EV charging!"



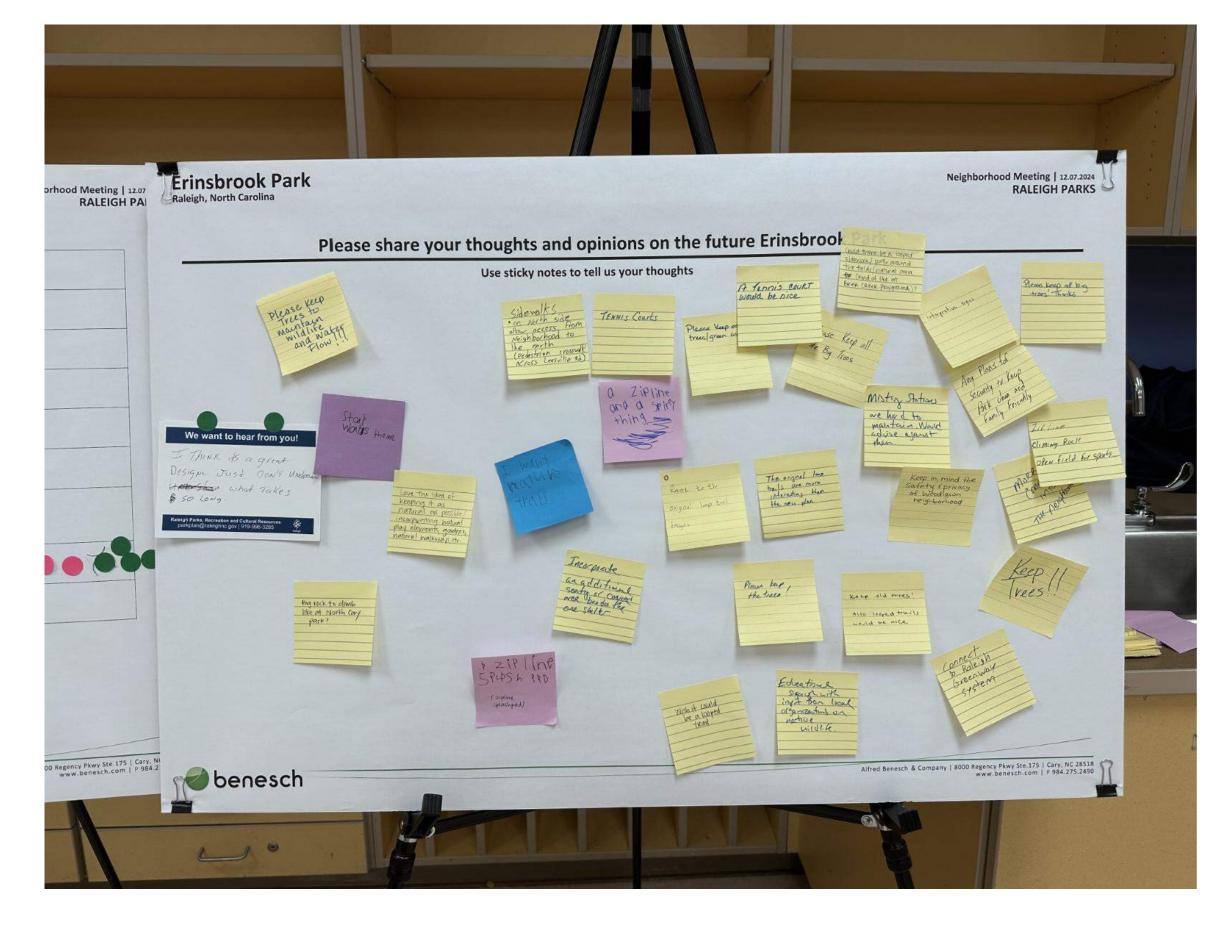
Diagraumd Equipment	Number	Donoomt	
Playground Equipment	Selected	Percent	
Swings	141	18.2%	
Climbing Structures/Climbing Walls	127	16.4%	
Natural Play Elements/Areas	121	15.6%	
Slides	104	13.4%	
Net Structures	82	10.6%	
Spinners/Merry-go-rounds	48	6.2%	
Sensory or Activity Panels	45	5.8%	
Seesaws	40	5.2%	
Musical/Sound Interactive Features	38	4.9%	
Themed Play	16	2.1%	
Modern/Artistic Structures	8	1.0%	
Traditional Post and Deck Structures	1	0.1%	
Other	3	0.4%	
Total Responses	774	100.0%	

[&]quot;Would love to see traditional playground equipment that is good for both toddlers and older children."











[&]quot;My neighborhood does not have a playground and love the idea of one close."

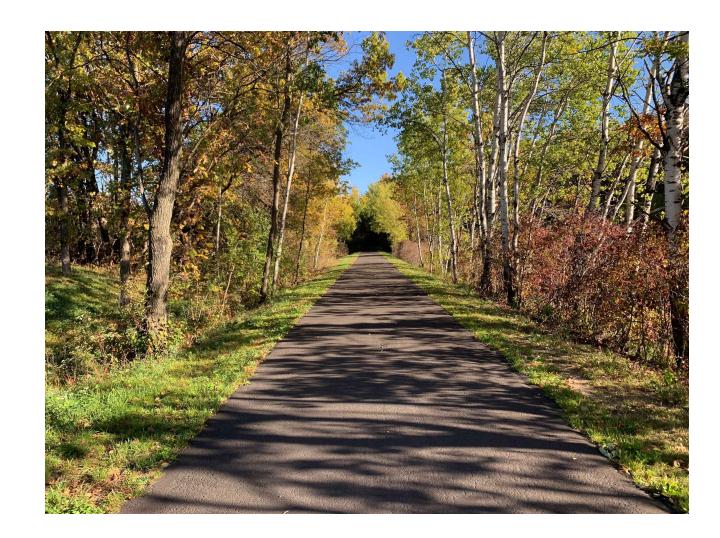
[&]quot;Would like to make sure there are fully accessible elements."

[&]quot;No matter what is included, please shade the playground."

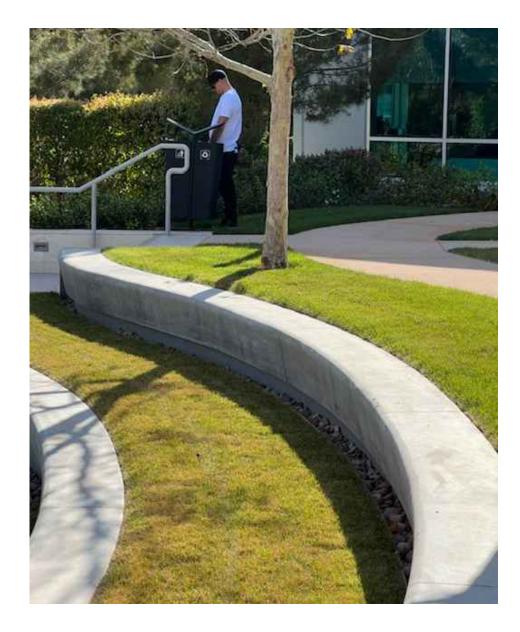
[&]quot;I definitely like the rope and net structures. If you have swings, we would like the innovative designs like the swings that can hold multiple kids."



CONCRETE SIDEWALK



PAVED TRAILS

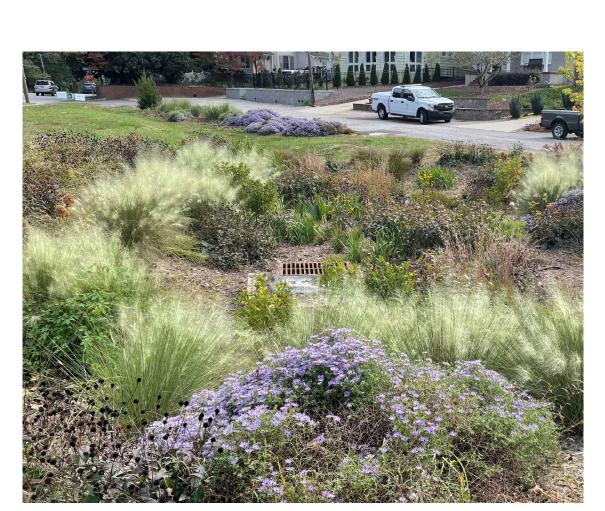


OPEN SPACE / LAWN AREAS

SEATWALL

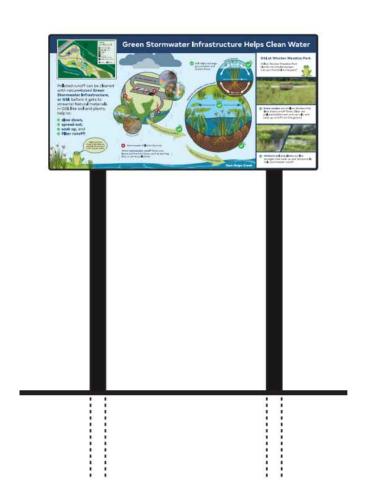


RESTROOM/SHELTER



RAIN GARDEN (GREEN STORMWATER INFRASTRUCTURE)







EDUCATIONAL DISPLAYS



WATER MISTERS

NATIVE PLANTINGS



BOARDWALK OVERLOOK



DOG RUN



BOARDWALK

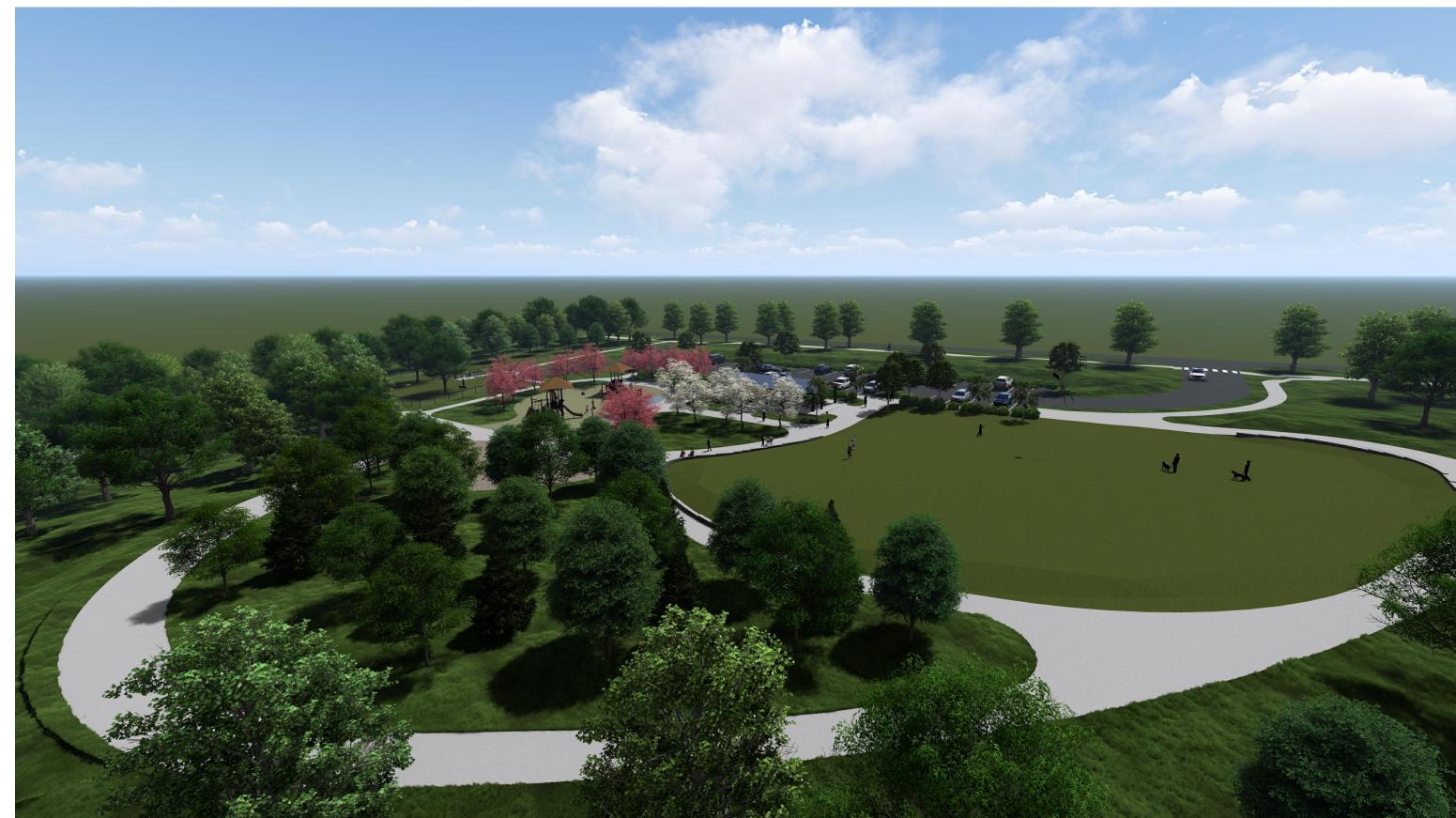


GSI OVERLOOK SHADE STRUCTURE















benesch